

FIG. 1 is a perspective view of a system for providing a user with a virtual reality experience. The system includes a user 100, a head-mounted display (HMD) 102, a controller 104, a base station 106, and a display 108. The user 100 is wearing the HMD 102 and holding the controller 104. The base station 106 is connected to the display 108. The display 108 is a large screen that displays a virtual environment. The user 100 is standing in front of the display 108. The base station 106 is located behind the display 108. The controller 104 is connected to the base station 106. The HMD 102 is connected to the base station 106. The display 108 is a large screen that displays a virtual environment. The user 100 is standing in front of the display 108. The base station 106 is located behind the display 108. The controller 104 is connected to the base station 106. The HMD 102 is connected to the base station 106.

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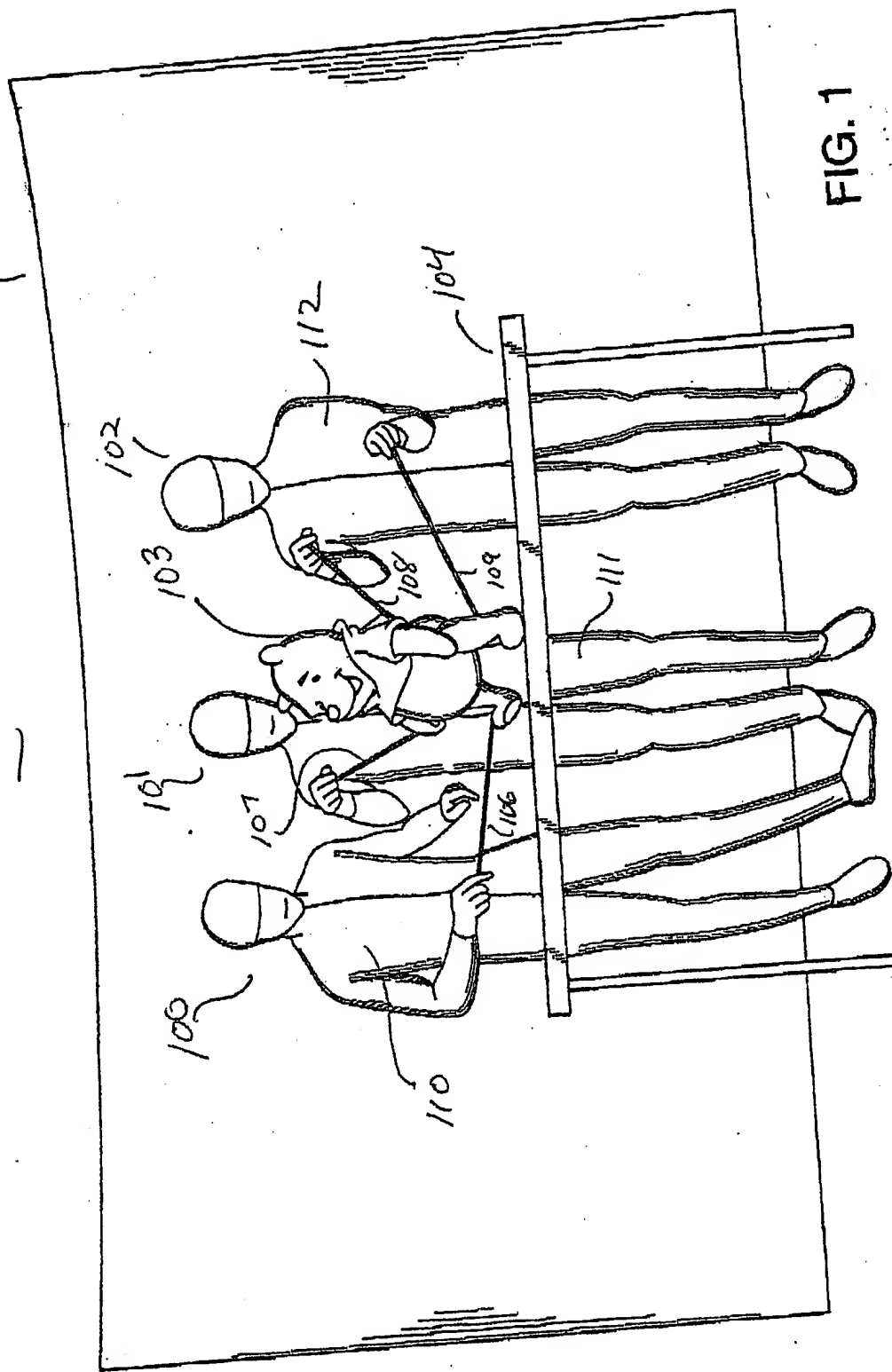


FIG. 1

FIG. 2 is a block diagram of a system for generating a virtual background for a video recording. The system includes a digital camera 204, a compositor (ultimate) 202, a virtual background generator 201, and a digital monitor 203. The digital camera 204 is connected to the compositor 202, which is connected to the virtual background generator 201. The virtual background generator 201 is connected to the digital monitor 203. The digital monitor 203 displays a virtual background of a forest scene. The digital camera 204 is also connected to a digital monitor 200, which displays a video recording of three people standing in a line. The digital camera 204 is positioned in front of the digital monitor 200.

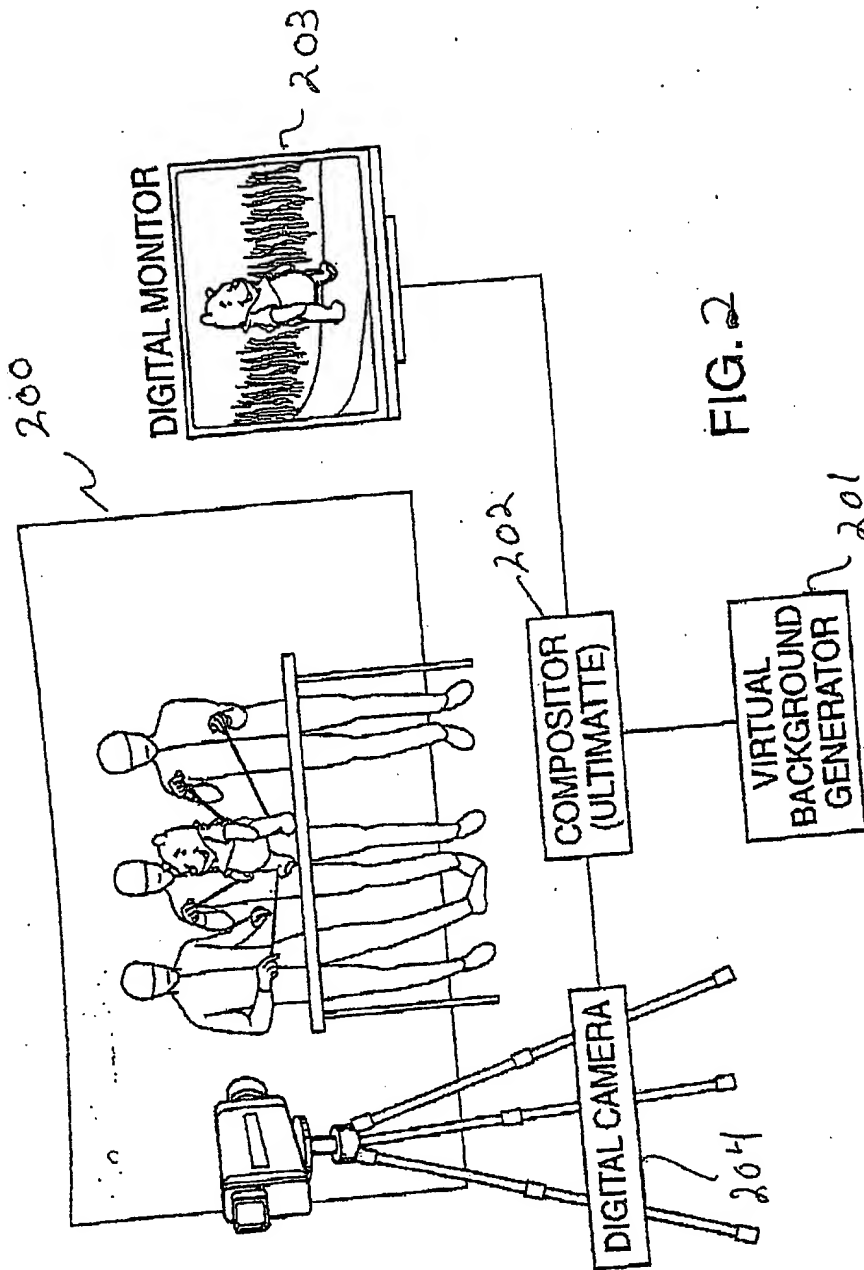


FIG. 2

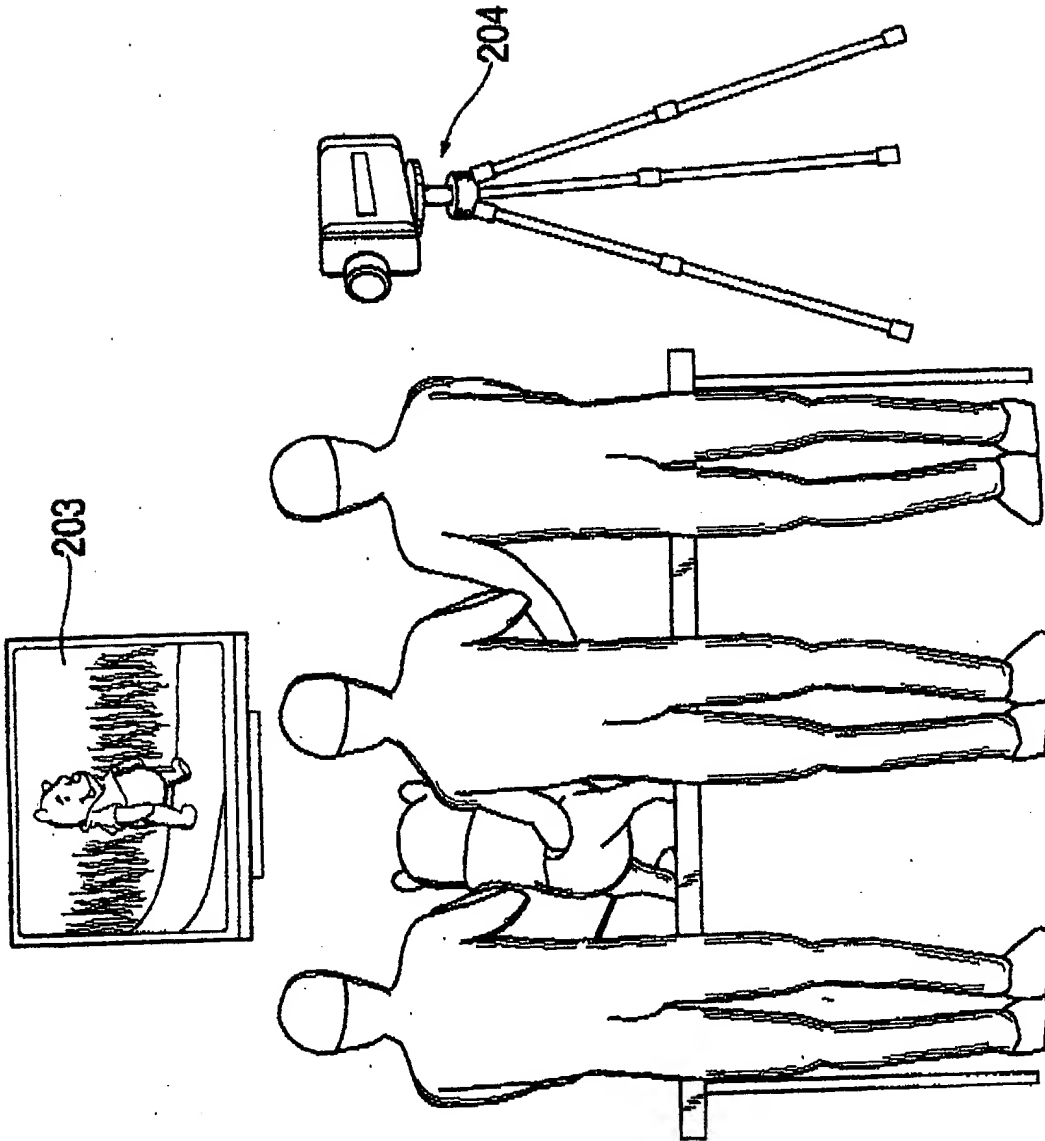


FIG. 3

FIG. 4

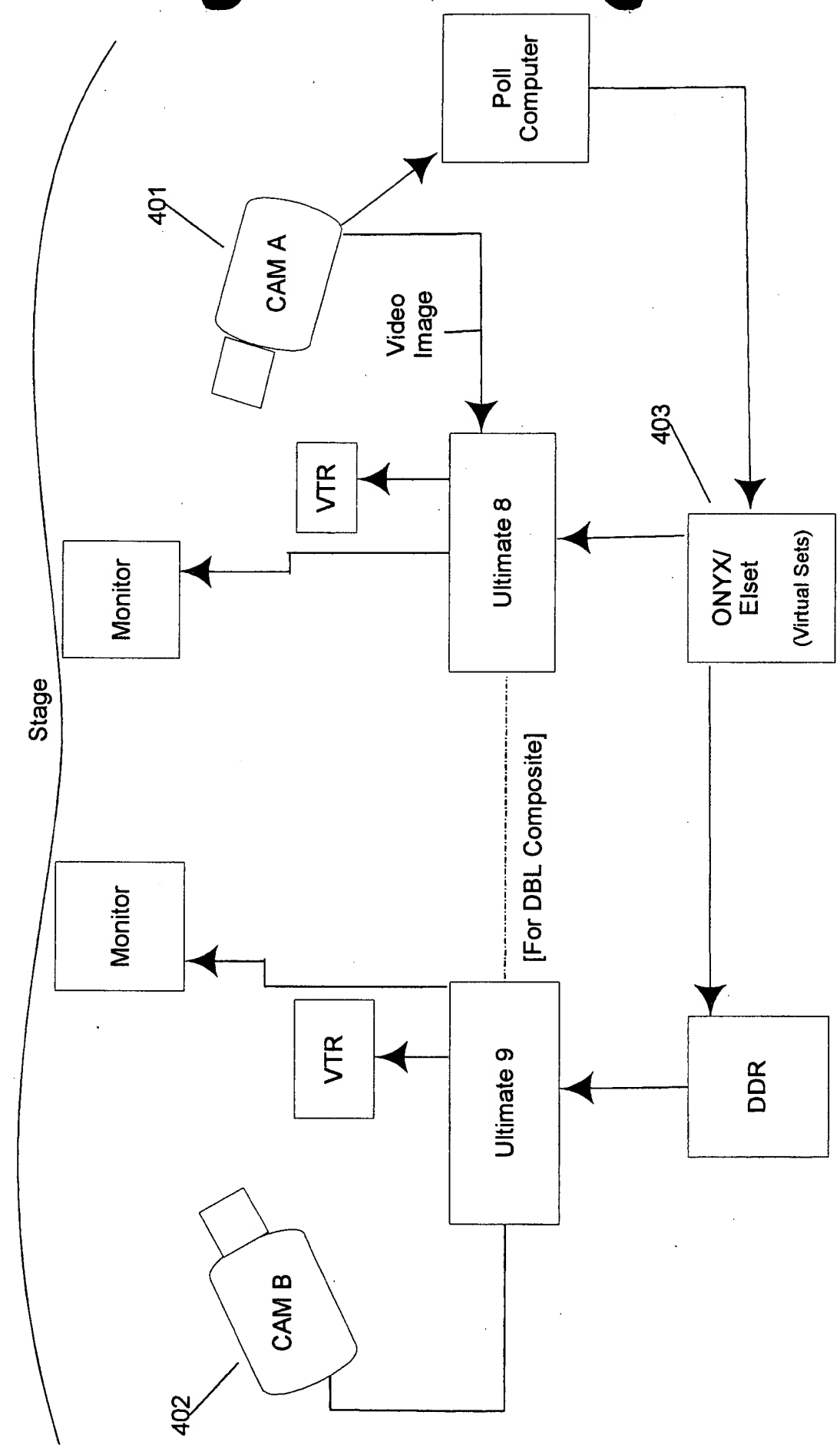


Fig. 4

Figure 5

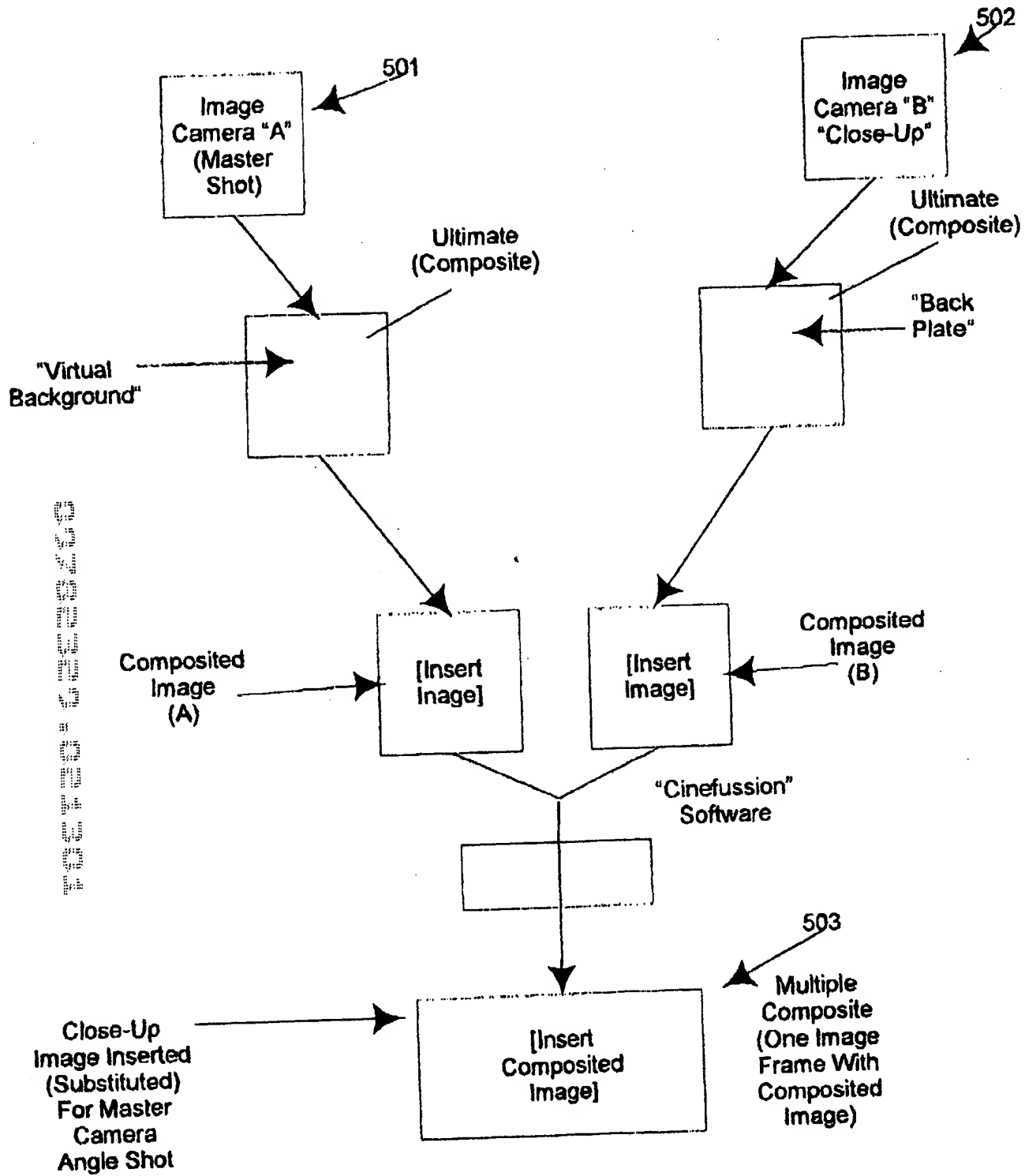


Figure 6

